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ABSTRACT

The performance of client server interactions is
measured by the interacting client. The client-generated
performance data is efficiently transmitted to one or more
servers by incorporating the performance data regarding one
or more previous request/response cycles into a subsequent
request. Performance data transmission is made more
efficient by transmitting performance data context such as
client, server and session details once per connection.
Performance data is stored on the client until transmitted or
until it has aged beyond a server specified maximum age.
Performance data is aggregated on the server in memory
resident accumulators. The server may have a set of
accumulators for each server its clients communicate with as
well as a set for each client. An accumulator value crossing
a configurable threshold may trigger an event log entry. The
number of performance data events in an event class may be
limited to a maximum for a time period.